*AUTHOR’S CRAFT*

***NARRATIVE ELEMENTS***

**SETTING**

The setting is the environment in which a story or event takes place. Setting can include specific information about time and place (e.g. Boston, Massachusetts, in 1809) or can simply be descriptive (eg. a lonely farmhouse on a dark night). Often a novel or other long work has an overall setting (e.g. a Midwestern town during the Depression), within which episodes or scenes occur in different specific settings (eg. the courthouse). Geographical location, historical era, social conditions, weather, immediate surroundings, and time of day can all be aspects of setting.

Setting provides a backdrop for the action. Think about setting not just as factual information but as an essential part of a story's mood and emotional impact. Careful portrayal of setting can convey meaning through interaction with characters and plot.

**Self Check**

Ask yourself these questions to help you recognize and understand setting:

* Where is it?
* When is it?
* What is the weather like?
* What are the social conditions?
* What is the landscape or environment like?
* What special details make the setting vivid?

### Setting Tip

When considering setting, look for descriptive words and phrases. The setting not only provides information about place and time but also is a powerful tool authors use to create atmosphere and make the story come alive

**FORESHADOWING**

Foreshadowing is a way of indicating or hinting at what will come later. Foreshadowing can be subtle, like storm clouds on the horizon suggesting that danger is coming.

### Why is it important?

Foreshadowing adds dramatic tension to a story by building anticipation about what might happen next. Authors use foreshadowing to create suspense or to convey information that helps readers understand what comes later. Foreshadowing can make extraordinary, even fanciful events seem more believable; if the text foreshadows something, the reader feels prepared for the events when they happen.

**Foreshadowing Self Check Ask yourself these questions to recognize and understand foreshadowing:**

* Are there phrases about the future?
* Is there a change happening in the weather, the setting, or the mood?
* Are there objects or scenic elements that suggest something happy, sad, dangerous, exciting, etc.?
* Do characters or the narrator observe something in the background that might be a hint about something to come later?

## **Narrative Elements**

## **Characterization**

Characterization is the way in which authors convey information about their characters. Characterization can be *direct*, as when an author tells readers what a character is like, or *indirect*, as when an author shows what a character is like by portraying his or her actions, speech, or thoughts.

Characterization is a crucial part of making a story compelling. In order to interest and move readers, characters need to seem real. Authors achieve this by providing details that make characters individual and particular. Good characterization gives readers a strong sense of characters' personalities and complexities; it makes characters vivid, alive and believable

**Self Check**

Ask yourself these questions when trying to understand characterization:

* What does the character look like?
* How does the character behave towards others? How do others behave toward the character?
* What does the character seem to care about?
* What adjectives does the author use to describe the character's personality?
* What does the character think or say?

### Characterization Tip

Characterization never stops! Stay aware of how a character is described, how others react to the character, and how those things change throughout the text. Changes in characters are often crucial to the meaning of a story

Other elements of narrative include theme, plot, conflict, and point of view.

AUTHOR’S CRAFT **Literary Devices**

Literary devices are the tools and techniques of language that authors use to convey meaning. Skilled use of literary devices brings richness and clarity to a text.

SOME DEVICES USED ARE:

**Alliteration** Alliteration is a figure of speech in which the same sound appears at the beginning of two or more words. Alliterative words are consecutive or close to each other in the text.

## **Allusion** Allusion is a literary device in which the writer or speaker refers either directly or indirectly to a person, event, or thing in history or to a work of art or literature. *Allusion connects the content of a text with the larger world*. Allusion calls to mind the ideas and emotions associated with a well-known event or published work. Those ideas and emotions then contribute to what the author conveys.

**Irony** Irony is a disagreement or incongruity between what is said and what is understood, or what is expected and what actually occurs. Irony can be used intentionally or can happen unintentionally

Authors can use irony to make their audience stop and think about what has just been said, or to emphasize a central idea. The audience's role in realizing the difference between what is said and what is normal or expected is essential to the successful use of irony.

**Metaphor** Metaphor is a figure of speech that makes a direct comparison between two unlike things. A metaphor suggests that one thing is another thing, or is equal to another thing.

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**Parallel Structure** Parallel structure is repetition of the same pattern of words or phrases within a sentence or passage to show that two or more ideas have the same level of importance

Parallel structure helps to organize ideas, making a text or speech easier to understand. Parallel structure can also create a satisfying rhythm in the language an author uses

**Personification** Personification is a figure of speech that gives human qualities to objects, animals, or ideas. Personification connects readers with the object that is personified. Personification can make descriptions of non-human entities more vivid, or can help readers understand, sympathize with, or react emotionally to non-human characters

.**Simile** is a figure of speech that makes a comparison between two unlike things and uses the words "like," "as," "than" or "resembles".

There are many other literary devices, including understatement, hyperbole, and onomatopoeia